

Hazy Paladin, Gabredo
 (G Unit cannot be put in the main deck)
Stride - Stride Step - [Discard cards from your hand with the sum of their Grades be 3 or greater] **Stride** in (V) with this face-down card.
 [A] [(V)]: When this hits a VG with an attack, search your LB for up to 1 Grade 2 or higher card and Call it to (R), and shuffle your LB.
 G-TD02/001 Royal Paladin/Human No Trigger
G4

Knight of the Blue Sky, Altomile
 [C] [(V)] [G Break: (2)]: During your turn, all your units in the Front Row gain +5000 Pow.
 [A] [(V)]: [CB: (1)] During your turn, when your G Unit **Strides**, may pay. If so, choose up to 2 cards in your hand and Call them to separate (R)s, and choose up to 2 of your units, and they gain +5000 Pow for the turn.
 G-TD02/002 Royal Paladin/Human No Trigger
G3

Aura Shooter Dragon
 [A] [(V)] [G Break: (1)] When this attacks a VG, this gains +6000 Pow for the battle.
 [A]: [CB: (2)] When this is placed to (V), may pay. If so, search your LB for up to 1 Grade 2 or higher card and Call it to (R), and shuffle your LB.
 G-TD02/003 Royal Paladin/Cosmo Dragon No
G3

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Erudite Sage, Kunron
 [A] [(V)/(R)]: [CB: (1)] When this attacks, may pay. If so, this gains +3000 Pow for the battle.
 G-TD02/004 Royal Paladin/Giant No Trigger
G3

Knight of Absolute Sword, Rivaro
 --No Text--
 G-TD02/005 Royal Paladin/Human No Trigger
G2

Knight of Twin Swords
 [A] [(R)] [G Break: (1)]: [CB: (1)] When this attacks a VG, if this is Boosted, may pay. If so, search your LB for up to 1 Grade 2 card not named "Knight of Twin Swords" and Call it to (R), and shuffle your LB.
 G-TD02/006 Royal Paladin/Human No Trigger
G2

G: Divine Swordsman of the Shiny Star Trial Deck

Knight of Flux, Bladu
 [A] [(R)] [G Break: (1)]: When this attacks a VG, this gains +3000 Pow for the battle.
 G-TD02/007 Royal Paladin/Human No Trigger
G2

Mythril Guard Lion
 [A]: When this Intercepts, this gains +5000 Shield for the battle.
 G-TD02/008 Royal Paladin/Hi-Beast No Trigger
G2

Knight of Crescent Moon, Felex
 --No Text--
 G-TD02/009 Royal Paladin/Human No Trigger
G1

Archer of the Skyward Tower
 [A] [(R)] [G Break: (1)]: When this attacks a VG, this gains +3000 Pow for the battle.
 G-TD02/010 Royal Paladin/Human No Trigger
G1

Knight of Steel Wing
 [A] [(V)/(R)]: When this is Attacked, this gains +5000 Pow for the battle.
 G-TD02/011 Royal Paladin/Human No Trigger
G1

Milky Way Unicorn
 [A] [(R)] [G Break: (1)]: When this Boosts a VG, the Boosted unit gains +4000 Pow for the battle.
 G-TD02/012 Royal Paladin/Hi-Beast No Trigger
G1

Rainbow Guardian
 [C]: Sentinel (You may have up to 4 cards with Sentinel in a deck)
 [A]: [Discard a card from your hand] When this is placed to (G), may pay. If so, choose 1 of your units being attacked, and that unit cannot be hit for the battle.
 G-TD02/013 Royal Paladin/Elf No Trigger
G1

Knight of Flahts, Millius
 [A]: Forerunner (When Ridden on by a unit of the same clan, may Call to (R))
 [S] [(R)] [G Break: (1)]: [CB: (1), Put this in Soul] Search your LB for up to 1 Grade 2 card and Call it to (R), and shuffle your LB.
 G-TD02/014 Royal Paladin/Human No Trigger
G0

Burning Mane Lion
 --No Text--
 G-TD02/015 Royal Paladin/Hi-Beast T: Critical
G0

Fairy Charge Captain
 --No Text--
 G-TD02/016 Royal Paladin/Sylph T: Draw
G0

Knight of Festival
 --No Text--
 G-TD02/017 Royal Paladin/Human T: Stand
G0

Healing Pegasus
 (you may have no more than 4 ::Heal Trigger:: in your Deck)
 G-TD02/018 Royal Paladin/Hi-Beast T: Heal
G0

Margal
[S] [(R)]: [Put this in Soul] Choose up to 1 of your
::Royal Paladin::, and it gains +3000 Pow for the
turn.

G-TD02/019 Royal Paladin/Hi-Beast T: Draw

G0



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